

OK  
R

Based on the #1  
arcade smash

FEATURING



**MUSIC IS THE WEAPON.**



SEGA SATURN™



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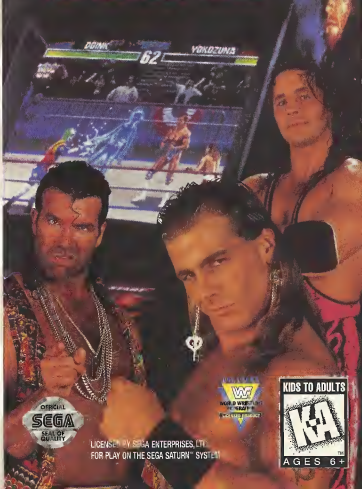
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SEGA SATURN

T-8112H



WF  
WRESTLEMANIA  
THE ARCADE GAME



**KIDS TO ADULTS**



AGES 6+



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# LADIES AND GENTLEMEN— W WRESTLEMANIA®: THE ARCADE GAME!

Sure, you've wrestled before. Maybe you've tried competing in the Royal Rumble®. Maybe you've taken the Steel Cage Challenge®. Maybe you've even tried wrestling Raw!

So?

None of that can possibly prepare you for the wildest, most incredibly action-packed wrestling ever— W WrestleMania®!

You can be Shawn Michaels—and stun your opponent with the spectacular acrobatics of the Frankenstein! You can be the Undertaker—and bury your opponent's chances of victory with the Tombstone Slam! You can be Yokozuna—and crush your foe with 568 pounds of Banzai Splash!

But W WrestleMania®: The Arcade Game action goes far beyond even these sensational maneuvers! As Razor Ramon you can transform your arm into a razor swipe! As Doink, you can literally stun your opponent with an electrified joy buzzer!

W WrestleMania®: The Arcade Game is all this—and much more! It's two-on-one and three-on-one bouts on the way to the Intercontinental or World Wrestling Federation® titles! It's senses-shattering action that spills out of the ring! It's a host of secret moves and maneuvers that you'll learn only through experience in—and out of—the ring! It's the most amazing wrestling action on the mat or in the air you'll ever experience!

It's W WrestleMania®: The Arcade Game—and it's the most spectacularly sensational wrestling challenge the world has ever seen!

# PREPARING TO ENTER THE RING

## STARTING UP

1. Set up your Sega Saturn™ system as described in its instruction manual. Plug in Control Pad(s).

**NOTE:** W WrestleMania®: The Arcade Game is for one or two players.

2. Place the W WrestleMania®: The Arcade Game disc, label side up, in the well of the CD tray and close the lid.

3. Turn on the TV or monitor and the Sega Saturn™. The Sega Saturn™ logo appears on-screen. (If nothing happens, turn the system off and make sure it is set up correctly before turning it on again.)
4. If you wish to stop the game in progress or the game ends, press the Reset Button on the Sega Saturn™ console to display the on-screen Control Panel.

**Important:** Your Sega Saturn™ CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn™ system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.

When you see the W WrestleMania® Title Screen, press the START button. You will then come to the Wrestler Select Screen, where you can choose your wrestler and/or set game options.



## SETTING OPTIONS

W WrestleMania® offers several ways to make your wrestling even more thrilling. To set options, highlight the Options box with the D-PAD, then press any action button. The Options Screen will pop up. Press UP or DOWN to highlight an option, and LEFT or RIGHT to toggle to the desired setting. When you're through, press any action button to return to the Wrestler Select Screen.

### Blocking

Choose to play with blocking ability On or Off.

### Difficulty

Set the play difficulty from Easy all the way to Get Real.

### Clock Speed

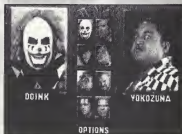
Select how fast the timer counts down, from Very Slow to Very Fast.

## CHOOSING WRESTLERS

Press UP and DOWN on the D-PAD to move the cursor to your favorite wrestler. Once you've selected a wrestler, press any button to join in the merry mayhem of WrestleMania®: The Arcade Game!

If you are playing a two-player game, the computer will, after you've chosen your wrestlers, ask you to choose between a head-to-head bout or a cooperative tag team contest.

If you are playing a one-player game, the computer will choose your opponents automatically. You will also be asked whether you want to compete for the Intercontinental or World Wrestling Federation title. Make your decision wisely: There are serious challenges awaiting you in each case!



## ONE-PLAYER GAMES

**Intercontinental Title:** First, wrestle in four one-on-one bouts, then face a grueling series of vicious one-on-two matches, culminating in a savage one-on-three bout! Win them all, and you're the Intercontinental Champion!

**World Wrestling Federation Title:** You wrestle two-on-one handicap bouts against all the other wrestlers, then you compete in a series of three-on-one bouts against all eight wrestlers! Then triumph in the final Royal Rumble match and become the World Wrestling Federation Champion!

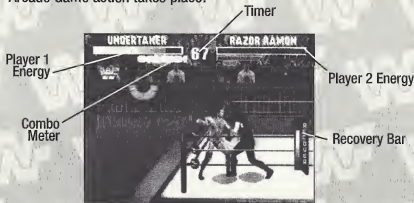
## TWO-PLAYER GAMES

**Head-to-Head:** You and an opponent battle it out in a best two out of three one-fall matches!

**Cooperative:** You and a partner wrestle two-on-two against all the great athletes in W WrestleMania®: The Arcade Game—including yourselves! Once one opponent is defeated, another rolls in to take a shot at the two of you. Once all eight wrestlers have been defeated, you're crowned as Tag Team Champions!

## A LOOK AT THE ARENA

Here's a view of the ring where all the W WrestleMania®: The Arcade Game action takes place!





## PLAYER ONE ENERGY METER

This displays player one's remaining energy. It goes down as hits are sustained. When it's empty, you'll be on the canvas.

## PLAYER TWO ENERGY METER

Same as player one.

## TIMER

Rounds consist of 99 seconds, after which the match is over. The winner at the end of the match is the one with the most energy.


## RECOVERY BAR

This meter appears when you're really beaten down or on the ropes. Hasten your recovery by rapidly pressing any button.

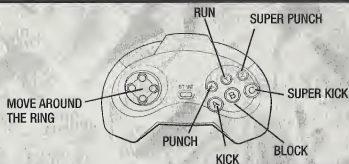
## COMBO MOVES ALERT

Note: When the combo moves alert is activated (this happens after you successfully execute certain moves), you'll be able to unleash spectacular combo moves!

# ESSENTIAL OFFENSE & DEFENSE

Don't even think of climbing into the  WrestleMania®: The Arcade Game ring unless you know the offensive and defensive basics!

## OFFENSE:

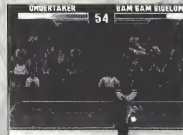
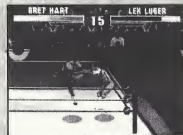


To **MOVE AROUND THE RING**, use the D-PAD.

To **RUN** from one side of the ring to the other and rebound off the ropes, press the Y BUTTON.

To **PUNCH** your opponent, press the X BUTTON.

To throw a **SUPER PUNCH**, press the Z BUTTON.



To **KICK** your opponent, press the A BUTTON.

Unleash a **SUPER KICK** by pressing the C BUTTON.

Some wrestlers can **PICK UP** opponents by pressing the Z + C BUTTONS.

Some wrestlers can release an **UPPERCUT** by first doing a **HEAD HOLD**, then pressing DOWN + Z BUTTON.

To **THROW YOUR OPPONENT INTO THE ROPES**, move in close, then press **AWAY, AWAY, Z BUTTON**.

Get your foe in a **HEAD HOLD** by pressing **TOWARD, TOWARD, Z BUTTON**.

To **TAKE DOWN** your opponents, press **AWAY, AWAY, X BUTTON**.

## DEFENSE:

To **BLOCK** an opponent, press the **B BUTTON**.

To **PUSH AWAY A BLOCKED OPPONENT**, hold the **B BUTTON** and hit the **X BUTTON**.

To break your opponent's hold when he has you by the head, press the **A BUTTON** to kick him, or experiment with reversal moves by utilizing one of the following button combinations: (a) **DOWN, DOWN, SUPER KICK**, or (b) **TOWARD, TOWARD AND SUPER PUNCH**. The resulting moves will be different for each wrestler—and these are not the only moves available! Experiment during competition to uncover all the available maneuvers!

To **ROLL OUT** of the way when you've been dropped to the mat, press **UP** or **DOWN** on the **D-PAD**.

## STEPPING UP THE ATTACK!

Now that you've mastered the basics, here are just some of the skills that will take you from fighting for survival to fighting for a victory!

### Take to the Air

Want to launch an attack from the top turnbuckle? Go for it! Move toward the upper left or right corner of the ring, then use the **UP/RIGHT** or **UP/LEFT D-PAD** to climb to the top turnbuckle! Then press any moves button to soar above the ring!



### Get Out of the Ring!



There are plenty of cases where the action gets so wild that the ring can't contain it all! Go ahead and battle your opponent on the arena floor ... but get back into the ring before your energy is depleted, or you'll be disqualified and lose the match!

## Combination Moves

Nothing is more devastating to opponents than combination moves! Some players have managed 30-hit combinations— now **THAT'S GOT TO HURT!** Experiment to see what **YOUR** wrestler's particular combinations are! When a combination hit is made, the combo counter appears on screen, telling you that somebody just got a whipping!

## Second Wind

There's life after sudden-death in **WWE** *WrestleMania®: The Arcade Game*! If you're pinned in the final round but your combo meter is lit, get a second wind by frantically pressing buttons.

## But Wait...

### There's More!

McMAHON: "Now if you want to really launch an attack on your foe..."

LAWLER: "Keep quiet, McMahon!"

McMAHON: "...then experiment with various button combinations..."

LAWLER: "They don't need to know this, McMahon!"

McMAHON: "...like double-press the D-PAD in the direction of your opponent, then..."

LAWLER: "Oh, man, I can't believe this is happening!"

McMAHON: "...or press *AWAY*—"

LAWLER: "All right, that's enough! **ENOUGH!**"



# THE SUPERSTARS OF **WWE** WRESTLEMANIA®: THE ARCADE GAME

The World Wrestling Federation is home to the greatest athletes in the wrestling world today! On the pages that follow, you're provided with essential information that will help guide you through the unprecedented dangers of the **WWE** *WrestleMania®: The Arcade Game* ring ... and, with a lot of skill and just a little bit of luck, take you all the way to the Intercontinental Championship—or even the **WWE** *WrestleMania®* World Wrestling Federation Title!

**NOTE:** The moves which follow assume that your opponent is to the right. To perform a move in the opposite direction, reverse the motion.

**P** = Punch Button

**K** = Kick

**SP** = Super Punch

**SK** = Super Kick

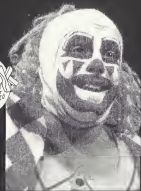
## MAYHEM MOVES!

There are tons of special mayhem moves in **WWE** *WrestleMania®: The Arcade Game*! Some are revealed in the wrestler bios, others have to be learned...



"I'm ready  
to make  
things  
hot for my  
opponent  
tonight!"

"Hey, put 'er  
there, pal! Let's  
shake! Hey,  
whatsa matter—  
you don't  
trust me?!"



"Hailing from Asbury  
Park, New Jersey,  
standing 6'4"  
and weighing  
400 pounds..."

"You've got to be  
impressed by those  
flaming tattoos on  
Bigelow's head!"



"This clever clown  
comes straight from  
the circus. He stands  
6' and weighs in at  
243 pounds..."

"You never know  
what kinds of new  
tricks Doink has up  
his colorful sleeve!"



"Hey, McMahon,  
maybe you can  
have somebody  
tattoo you a  
personality!"



"Tricks? It all  
seems like  
cunning strategy  
to me, McMahon!"



**WRESTLEMANIA®:  
THE ARCADE GAME  
MAYHEM!** Figure  
out how to do the  
pogo piledriver!



### FAVORITE MANEUVERS:

FIRE PUNCH: Hold **P** 3 seconds, then  
release and tap **P**

JUMP KICK: **← ← OK**

BACK DROP: **← ← P**

FLYING DROPKICK: Run, **K** or **OK**

SUPER CLOTHESLINE: Run, **P** or **SP**

### W SUPERSTAR FAST FACT!

Bam Bam Bigelow wrestled  
football legend Lawrence Taylor  
at **W** WrestleMania® XI!



**WRESTLEMANIA®: THE  
ARCADE GAME MAYHEM!**  
Figure out how to jolt your  
opponent with the  
joy buzzer!



### FAVORITE MANEUVERS:

EAR SLAP: **↓ ↓ → P**

HAPPY HAMMER: **→ → OK**

SUPER CLOTHESLINE: Run, **P** or **SP**

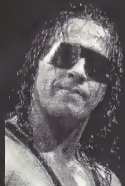
HIP TOSS: **← ← P**

HEAD SLAM: Head Hold, **↓ ↓ OK**

### W SUPERSTAR FAST FACT!

Doink and his midget-clown  
counterpart Dink teamed up to  
battle Bam Bam Bigelow and  
Luna™ at **W** WrestleMania® XI!





**BRET  
HIT MAN  
HART**

"In the **W**,  
there is only  
one excellence  
of execution,  
and that's me,  
the Hit Man!"



"Hailing from Calgary,  
Alberta, he stands  
6' 1" and weighs  
234 pounds..."

"Unquestionably one  
of your favorite  
wrestlers, Jerry  
Lawler! Ha, ha, ha!"



"Are you kidding,  
McMahon? I  
wouldn't spit on him  
if he were on fire!"



**W** **WRESTLEMANIA®:**  
**THE ARCADE GAME**  
**MAYHEM!** Figure out how  
to make 'em cry "Uncle"  
with the Sharpshooter!



#### FAVORITE MANEUVERS:

EYE RAKE: ↓ ↓ → ⊙

ROLLING UPPERCUT: ↓ ↓ → ⊙

ARM DRAG: ← ← ⊙

BULLDOG: Head Hold, ↓ ↓ ⊙

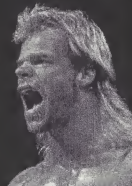
FLYING CLOTHESLINE: Run, ⊙ or ⊙

#### **W** **SUPERSTAR FAST FACT!**

At **WrestleMania®** XI, Bret Hart  
beat two-time former World  
Federation Champion Bob  
Backlund™ in an "I Quit" match—  
using his own finishing move  
against him!

"Nobody in the  
**W** can  
match my  
total package of  
brains and  
sheer power!"

**LEX  
LUGER**

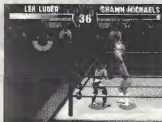


"This powerful native  
of Atlanta, Georgia,  
stands 6'5" and  
weighs 275 pounds..."

"Luger is unquestion-  
ably one of the most  
powerful athletes in  
the world today."



"Hay, it's Vince  
McMoto: master of  
the obvious!"



**W** **WRESTLEMANIA®:**  
**THE ARCADE GAME!**  
**MAYHEM!** Figure out how  
to smash your opponent  
with a medieval mace!



#### FAVORITE MANEUVERS:

SLIDING ELBOW: → → ⊙

DOUBLE AXEHANDLE SMASH: When  
next to opponent, ⊙

VERTICAL SUPLEX: Head Hold, → → ⊙

REBEL RACK:  
lift over head, ↑ ⊙

HIP TOSS: ← ← ⊙

#### **W** **SUPERSTAR FAST FACT!**

Lex Luger is so strong, he once  
bodyslammed the then-505-pound  
Yokozuna on the deck of the  
aircraft carrier Intrepid!



**Shawn Michaels** "Take a look at the best, folks—it's your pleasure and privilege to watch me wrestle!"

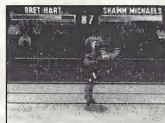


"From San Antonio, Texas, he stands 6' 1" and weighs 235 pounds..."

"Now I know this truly is one of your favorite **WF** competitors, 'King' Lawler!"



"That's right, McMahon: Pound for pound, Michaels is the best in the **WF**—besides me, of course!"



**WF WRESTLEMANIA® THE ARCADE GAME!**  
**MAYHEM:** Figure out how to horrify your opponent with the Frankensteiner!

### FAVORITE MANEUVERS:

FRONT LEG TRIP: → → **K**

SUNSET FLIP: Run, **SP**

BODYSLAM: ← ← **P**

SPEED KICK: ↓ ↓ → **K**

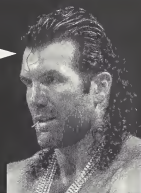
JUMP KICK: ← ← **SK**



**WF SUPERSTAR FAST FACT!**  
Shawn Michaels has twice held the Intercontinental Title!

"You think you can handle this much machismo, man? Just give it a try, chico!"

**RAZOR RAMON**



"From Miami, Florida, standing 6'7" and weighing in at 262 pounds..."

"The Bad Guy looks particularly determined tonight, Jerry Lawler!"



"I'll bet Ramon has more machismo in one finger than you have in your whole body, McMahon!"



**WF WRESTLEMANIA® THE ARCADE GAME MAYHEM!** Figure out how to shake your opponent like a rug!

### FAVORITE MANEUVERS:

UPPERCUT: Head Hold, ↓ **SP**

RAZOR'S EDGE: Head Hold, → → **SP**

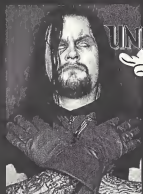
PILEDRIER: Head Hold, ↓ ↓ ↓ **SK**

HIP TOSS: ← ← **P**

RAZOR SWIPE: Head Hold, ↑ or ↓ **P**



**WF SUPERSTAR FAST FACT!**  
Razor Ramon battled Shawn Michaels in a spectacularly memorable ladder match at WrestleMania® X!



UNDERTAKER



"My victory will be your funeral!"

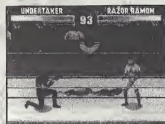


"This 6'11" star hails from Death Valley and weighs in at 322 pounds..."

"My goodness, that pasty-white flesh of his!"



"Yeah, Undertaker doesn't seem to be getting much sun these days, McMahon!"



**W WRESTLEMANIA®:**  
**THE ARCADE GAME**  
**MAYHEM!** Figure out how to hurl punishing demons at your opponents!



### FAVORITE MANEUVERS:

SNAP MARE: ← ← **P**

SUPER UPPERCUT: Head Hold, ↓ **EP**

TOMBSTONE SLAM: → → **SK**

NECK BENDER: Hold **P** for 3 seconds, release

DROPKICK: Run, **K** or **SK**

### W SUPERSTAR FAST FACT!

The Undertaker is a former World Wrestling Federation® Champion!

"My man Yokozuna will crush anyone who gets in his way!"



"This former sumo champion from Japan stands 6'4" and weighs a massive 568 pounds..."

"Unquestionably, that is a big, big man! You certainly don't want to be on the wrong end of his Banzai Drop!"



"I'll bet just one of Yokozuna's thighs weighs more than all of Mr. Fuji!"



**W WRESTLEMANIA®:**  
**THE ARCADE GAME**  
**MAYHEM!** Figure out how to hurl your opponent like a rag doll!



### FAVORITE MANEUVERS:

BUCKET SLAM: **EP** next to opponent

BELLY BOUNCE: → → **P**

SCISSOR SMASH: → → **SK**

SUPLEX: Head Hold, ↓ ↓ **SK**

BANZAI DROP: Any button (except block) off the turnbuckle

### W SUPERSTAR FAST FACT!

Yokozuna is a two-time former World Wrestling Federation® Champion!

# WF WRESTLEMANIA®: THE ARCADE GAME STRATEGIES FOR SURVIVAL!

Even if you've mastered everything in this manual, there's more to **WF** WrestleMania®: The Arcade Game than meets the eye! A few final tips will help take you beyond the squared circle into a new realm of **WF** WrestleMania®: The Arcade Game excitement!

\*\*\*Explore various combinations of buttons. You never know when you'll discover a brand-new move for a unique offensive or defensive situation!

\*\*\*In two-on-one and three-on-one handicap bouts, your opponents are likely to be so fired up that they'll wind up battling each other! Use this advantage wisely!

\*\*\*If you're going to go to the air, move quickly: Just because you're on the top turnbuckle doesn't mean your opponent won't attack you and send YOU crashing to the arena floor!

# WF SUPERSTARS SHOW YOU HOW TO BEAT YOUR FRIENDS!



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ultimate wrestling power

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**THE VIDEO GUIDE** (Cat.#WS934) \$14.95 (U.S.) \$17.95 (CAN.)\*

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# NOTES

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